CANASTA

AND OTHER CARD GAMES

HARLEQUIN BOOKS

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The official rules of Canasta, Cribbage, Euchre, Five Hundred, Gin Rummy, Rummy and Whist

HARLEQUIN BOOKS
Wellington

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THE RULES OF CARD GAMES

This little book has been designed as a handy and authoritative work of reference for all who enjoy a game of cards. A number of the most popular games are included, but it has not been thought necessary to repeat each time the basic rules which apply to almost every card game. These are contained below. If there is any departure from the normal rule in any game, it will be stated.

The Pack: The standard pack of 52 cards contains four suits, each identified by its symbol or pip: Spades (**S**), Hearts (**H**), Diamonds (**D**), Clubs (**C**). There are 13 cards in each suit: Ace (A), King (K), Queen (Q), Jack (J), 10, 9, 8, 7, 6, 5, 4, 3, 2. Packs of less than 52 cards are usually formed by stripping cards from the standard pack. First to be removed are the 2s, then 3s, and in ascending sequence. The depleted pack may then be defined by the number of cards it contains:

24 cards (9 is the lowest remaining rank)
36 cards (6 is the lowest remaining rank)

A fifty-third card, the Joker, and a fifty-fourth card which is blank and may be used as an extra joker, are usually packed with the standard pack and may become part of the pack if the game so requires it.

A double pack is formed by mixing two 52 card packs together. It has 104 cards, and may contain the extra cards as well.

The Draw: Several methods are in use to determine partnerships, seats at the table, right to deal first, etc. The usual method is as follows: The pack is shuffled and spread face downwards on the table, with the cards overlapping. Each player draws a card. None of the four cards at each end of the pack may be drawn. The rank of cards drawn determines partnerships, etc. This method is normally used unless a particular game requires some other method.

Rotation: The right to deal, the turn to bid, the turn to play, all rotate clockwise.

The Shuffle: Any player at the table has the right to shuffle the pack. In most games the dealer has the right to shuffle last, and this is the rule where no different provision is stated.

The Cut: Cutting is the act of dividing the pack into two packets and transposing the bottom packet to the top.

It is usual for the dealer to present the pack, after shuffling, to his right-hand neighbour, who lifts a packet from the top and sets it down beside the bottom packet. The dealer completes the cut by placing the bottom packet on top of the other. Each packet of the cut must contain a minimum of four or five cards.

Eldest Hand: This is the left-hand neighbour of the dealer. Although this term is not used in all games, the player in this position bids first and plays first in most games.

The Deal: In most games the first card dealt goes to the eldest hand, and the cards are dealt in clockwise-rotation. The number of cards dealt at one time varies, and is therefore definitely stated with each game. The rule may be one at a time, two at a time or more, but the same number of cards is dealt to each player in each round. The rule 'deal 3-2' means to deal a round of three cards at a time, followed by a round of two cards at a time. Unless otherwise noted, all cards must be dealt face down so that no player can see the face of a card dealt to another. The finding of a card face up in the pack is usually sufficient cause for declaring a misdeal.

Misdealing: It is a universal rule that on demand of any player there must be a new deal by the same dealer if the customary or prescribed rules of shuffling, cutting, and dealing are breached in any way. Usually the demand may no longer be made after a player has looked at any of the cards dealt him, or after the deal is completed.

Incorrect Pack: A pack is incorrect if it does not comprise the exact number, rank and suits of cards prescribed by the rules of the particular game. The rule for each game determines the procedure. When a pack if found to be imperfect (i.e., when it cannot be rectified by adding or taking cards away) the deal is abandoned at once but all scores made before that deal stand without change.

CANASTA

No. of Players: Four. Canasta is a game of the rummy family. If you are not familiar with Rummy, it will be advisable to study that section of the book before playing Canasta.

The Pack: The Canasta pack consists of 108 cards, made by adding four jokers to two standard 52-card decks.

The Game: Consists of one or more hands, and terminates at the end of any hand in which a total score of 5000 points or more is attained.

The Shuffle and Cut: The players cut for partners, seats, and for first play from the thoroughly shuffled full pack. For the purpose of the cut the cards rank:

A (high),K,Q,J,10,9,8,7,6,5,4,3,2 (low)

If two players cut cards of equal rank, the suits rank:

S (high), H, D, C (low)

If two players draw identical cards, they must draw again to break the tie; but this in no way affects their position with the other two players.

If, in cutting, a player draws a joker, or exposes more than one card, or draws one of the four cards at either end of the pack, he must draw again.

The player who has cut the highest card may choose any seat, and the player who has cut the second highest card sits opposite him. The other players take the remaining seats.

The players who sit opposite each other are partners for that game.

The Deal: The player who has cut the highest card has the privilege of first play. Hence the deal lies with the player who sits at his right. After the first deal, the turn to deal passes to the left.

The dealer has the privilege of the final shuffle. The player at the dealer's right must cut the deck before each deal.

Eleven cards are dealt face down one at a time to each player in rotation, beginning with the player at dealer's left and proceeding in a clockwise direction. The forty-fifth card is faced upon the table and is called the upcard. The rest of the pack is called the stock and is placed next to the upcard.

If the upcard is a joker, a deuce (which is a wild card),

or a red three, the top card of the stock is turned up to cover it; and this process is continued, if necessary, until some card other than a joker, deuce, or red three is turned up.

A player may not look at or pick up his cards until the deal has been completed. The deal begins with the completion of the cut and ends when a proper upcard has been turned up.

If a player is dealt any red threes as part of his original hand, he must place them face up on the table at his first turn to play and must replenish his hand from the stock either before or after his regular draw.

Deal out of turn:

a. Should a deal out of turn be discovered before the first play, the deal stands and the first play is made by the player whose turn it would have been if no irregularity had occurred. In this case the deal passes as though the cards had been dealt by the correct player.

b. Should a deal out of turn be discovered after the beginning of the first play, the deal stands and play contines from that point. In this case the deal passes as though the irregular deal had been correct.

There must be a **new deal:**

a. If it is discovered during the deal that the cut was omitted.

b. If, during the deal, the dealer exposes any card other than the correct upcard.

c. If before each player has made his first play it is discovered that any player was dealt an incorrect number of cards. If such a discovery is made after each player has made his first play, the play continues without correction.

d. If before each player has made his first play a card is found faced in the stock, or a foreign card is found in the pack or in a player's hand, or it is discovered that a card is missing from the pack. If such a discovery is made after each player has made his first play, a faced card is turned and shuffled with the rest of the stock; a foreign card is removed and, if taken from a player's hand, is replaced immediately by the top card of the stock; a missing card, when discovered, is shown to all players and put aside until the next deal. If the missing card cannot be found, play continues, but the next deal must begin with a correct pack. The results of past deals played with an improper pack may not be set aside.

Object of Play: The object of play is not to go out, but to play for maximum score. The players will attempt to make as many melds as possible, and to aim at making

canastas. As cards of the same rank only can be melded, there are no sequences.

The Play: The players play in turn, beginning with the player to the left of the dealer. A play consists of three parts:

a. the draw
b. the meld (optional)
c. the discard

The player to the left of the dealer begins play by drawing the top card of the stock or the upcard. Having drawn, he melds if he is able and willing to do so (a meld is compulsory if the upcard is taken), and then discards any card from his hand.

A discard is placed so that it covers the face of the upcard or of any previous discard. No player may disturb the discard pile to examine the cards under the top card.

When a player melds out, he need not discard.

A **meld** consists of three or more cards of the same rank placed face up on the table during a player's proper turn to play. A player may put down more than one meld. When melding, a player may use jokers or deuces (which are **wild** cards) as cards of any rank. However, each meld must contain at least two **natural** cards and may not include more than three wild cards.

All melds for a partnership are kept in front of one of the partners, and no distinction is drawn between those made by one partner and those made by the other.

Red Threes: When a player draws a red three from the stock, he must immediately place it face up on the table and replenish his hand by drawing the top card of the stock.

If the last card of the stock is a red three, the player who draws it places it face up on the table, melds if he can, but may not discard.

If a player picks up a discard pile containing one or more red threes, he places them face up on the table but does not draw from the stock to replace them.

If a player fails to replenish his hand for a red three and the error is not discovered until the next player has drawn, play continues without correction.

When play ends, a partnership that has melded is credited with 100 points for each of its red threes, or with 800 points for all four red threes. The same amounts are deducted if the partnership has not melded.

When a player inadvertently fails to place a red three on the table at his first proper opportunity, he may correct the eror without penalty at any subsequent turn to play. If the

deal ends before this correction is made, the offender's side is penalised 500 points.

Cards melded are credited as follows:

	Points
Each joker	50
Each ace or deuce	20
Each high card (K, Q, J, 10, 9, 8)	10
Each low card (7, 6, 5, 4, black 3)	5

Black threes may be melded only by a player who is melding out on that turn to play. For that purpose two black threes and a wild card (or three or four black threes) may be used.

The first meld for a partnership may be made only when the cards melded total a certain minimum, depending on the partnership's (but not on the opponents') score at the beginning of the deal. The minimum may be attained by more than one group of matching cards, provided all are put down at one turn to meld. The top card (but no other card) of the discard pile may be used in counting to the minimum. All cards used to establish the right to take the discard pile must be placed face up on the table before the discard pile may be touched. The points needed for a partnership's first meld are:

Partnership Score	Points
Minus	0
0 to 1495	50
1500 to 2995	90
3000 or more	120

In **drawing**, a player may:

a. Pick up the top card of the stock and add it to his hand; or

b. Put down two cards from his own hand as part of a meld which is completed by the top card of the discard pile. (After the first partnership meld, a player may draw the top card of the discard pile to add to a previous meld.)

Whenever the top card of the discard pile is used for a meld, the cards beneath it (the rest of the discard pile) must be taken also. These cards become part of the player's hand and may be melded then or at any later turn.

For the purpose of the partnership's first meld, the discard pile may be taken only if the player can put down two or more cards of the same rank as the top card of the discard pile.

After the partnership has melded, either partner, at his

turn to play, may take the discard pile with two or more cards of the same rank as the top card of the discard pile, or with one such card and a wild card.

If the top card of the discard pile matches a meld already made by a player or by his partner, he may draw it without putting down matching cards and add it to that meld.

These rights are suspended when the discard pile contains a wild card or a red three. A player who holds only one card in his hand may not take a discard pile consisting of only one card unless the stock is exhausted.

Whenever the discard pile contains a red three or a wild card, it may be taken only by a player who can put down two natural cards of the same rank as the top card. This rule applies whether or not a partnership has melded. If the partnership has not melded, the minimum count requirement must also be met. A discarded wild card may not be taken by the next player.

When a player discards a black three, the next player may not take the discard pile at that turn, but subsequent plays are not affected.

At his proper turn to play, a player may add cards from his hand to previous melds of the partnership. He may not add to the melds of the opponents.

A **canasta** consists of a meld of seven cards of the same rank, whether melded at one turn or accumulated in two or more turns of play. There is a bonus of 500 points for a **natural** canasta, consisting of seven natural cards; and of 300 points for a **mixed** canasta, containing one or more wild cards.

The original seven cards of a canasta must include four or more natural cards and may include up to three wild cards.

When a canasta has been completed, the partnership may continue to add cards of the same rank. This adds to the total of melded points but does not increase the bonus. If a wild card is added to a natural canasta, the group becomes a mixed canasta. Any number of wild cards may be added to a completed canasta.

A completed canasta is piled in a stack. A red card is left at the top to designate a natural canasta; a black card, if available, to designate a mixed canasta.

When a player melds every card in his hand, play ceases. The player so melding out need not make a discard.

A player may meld out only when the partnership, then or earlier in that deal, has completed a canasta.

A bonus of 100 points is awarded for melding out.

An additional bonus of 100 points, or 200 points in all,

is awarded when a player melds out **concealed** — i.e., melds out his complete hand at one turn. The player must meld at least one canasta.

The "concealed" bonus is not awarded to a player who adds one or more cards to his partner's meld.

If the player's partner has not already melded, no minimum score is required for the concealed meld.

Permission to Go Out. At his proper turn to play and before melding or indicating a possible meld, a player may ask, "Partner, may I go out?" A player may go out without asking this question. A player who asks the question before drawing retains the right to take the discard pile.

Partner must reply either Yes or No. If the reply is Yes, the player must go out; if No, then he may not go out.

If the player who asks the question receives an affirmative answer and then cannot go out, he must pay a penalty of 100 points.

A player **must** go out if he melds or indicates a meld before asking the question; or transmits information by the form of his question.

If the player, after asking the question but before receiving a reply, melds, indicates a meld, or gives any information; or if the partner, in giving a negative answer, transmits information—either opponent may require the player to go out or not to go out.

When a player draws the **last card** of the stock and then discards without going out, the next player, under some conditions, **may** and others **must** take the discard pile. This obligation continues with subsequent players until a player melds out or properly refuses to take the discard pile.

A player **may** take the discard pile if he can meld the top card with two cards from his own hand. He **must** take the discard pile if he can add the top card to one of his side's melds, unless the pile contains a red three or a wild card.

In this situation a player who holds only one card must, when possible, take a one-card discard pile and meld out.

If no player melds out, the scores are counted, but no one receives the going-out bonus.

Irregularities in the Draw. A penalty of 50 points is assessed when a player:

a. Draws the top card of the discard pile before putting down whatever matching cards are required for the purpose.

b. Draws the top card of the discard pile and then discovers, without melding, that he is not able to meld it properly.

c. Draws the top card of the stock and sees or exposes another card of the stock in the process.

When a player touches the top card of the stock or the top card of the discard pile (except by accident or to arrange the cards), he commits himself to draw that card. If he then proceeds to draw the other, he may be required to return to his original choice and to pay a penalty of 50 points. If he is allowed to complete his draw and to begin his meld before correction, the draw stands without penalty.

If a player draws more than one card from the stock and puts them in his hand, he must forego his draw for as many turns as the number of extra cards he has drawn.

If a player puts the discard pile in his hand without first properly melding the top card of the pile, his entire hand including the discard pile must be put face up on the table. The discard pile should then be reconstructed as closely as possible, the offender's opponents having the final decision on all doubtful points. The remaining cards (those which are agreed to have been in the offender's hand) become special penalty cards.

If a player draws from the stock before the preceding player has discarded, the draw stands. The preceding player may make his discard or not, as he chooses.

Illegal Melds. It shall constitute an illegal meld if:

a. A player takes a discard pile which contains a red three or a wild card without using two cards of the same rank as the top card of the pile.

b. A player takes the discard pile for his side's initial meld without sufficient count or without using two cards of the same rank as the top card of the pile; or makes an initial meld without sufficient count.

c. A player melds four or more wild cards with fewer than four natural cards.

d. A player who has received a negative answer to the question, "Partner, may I go out," proceeds to go out.

e. A player whose side has no canasta goes out without melding or completing one.

Correction of Illegal Melds. If attention is called to an illegal meld before the offender has discarded, he may legalise it in any way possible—by rearranging the melds, adding more cards, withdrawing cards, etc. Any card which originally formed part of the illegal meld but is not formed into part of a legal meld becomes a penalty card.

If a player discards before his illegal meld has been corrected, and attention is drawn to the error before the next player has drawn, he must legalise as much as possible

of the meld, except that he need not meld an illegally melded wild card. Cards not legalised become penalty cards.

If, after an illegal meld, the next player draws before attention has been drawn to the error, the cards illegally melded are put back into the offender's hand without penalty.

Drawing out of Turn. If a player draws from the stock when it is not his turn:

a. If the card is not mixed with his hand, it must be replaced, and the offender pays a penalty of 100 points.

b. If the card is mixed with his hand, he may not draw at his next turn, and he pays a penalty of 200 points.

c. If a player attempts to take the discard pile when it is not his turn to act, he pays a penalty of 100 points; and any cards he has put down in the process become penalty cards.

Melding out of Turn. If a player melds when it is not his turn to meld, a penalty of 100 points is assessed. If the irregularity occurs when it is his partner's turn to play, the cards so melded become special penalty cards; if at any other time, the cards become penalty cards.

Irregularities in the Discard. If a player discards without drawing, or discards more than one card, the act stands without penalty if the next player draws before attention is called to it.

If a player discards without drawing, he must draw the top card of the stock if attention is called to the irregularity before the next player has drawn. If the next player draws before attention is called, the act stands without penalty.

If a player simultaneously discards more than one card, and attention is drawn to the irregularity before the next player has drawn, he chooses which shall be the discard. The other card or cards become penalty cards. If the cards are not discarded simultaneously, the first discard stands; others become penalty cards. If the next player draws before attention is called to the irregularity, the act stands without penalty.

Exposed Cards. If a player drops a card face up on the table, or holds a card in such a position that his partner sees its face, or indicates possession of a card by word or gesture, such card becomes a penalty card.

Penalty Cards. Penalty cards must be left face up on the table and must be discarded one at a time at the offender's subsequent turns to play. If the offender is in a position to meld penalty cards, or if he can use them to take the discard pile, he may do so, whereupon cards so melded cease to be penalty cards.

Special Penalty Cards. Special penalty cards must be left face up on the table and must be discarded one at a time at the offender's subsequent turns to play. While they are special penalty cards they may not be melded or used to take the discard pile.

Scoring: At the end of each hand the score for each side is computed, written down, and added to scores which it has made earlier in that game. A cumulative total is kept, and the game terminates at the end of any hand in which that total (for either side or both sides) reaches 5000 points.

Unmelded cards are deducted at amounts equivalent to their melding value.

It is customary to write down the score for each hand in two parts: a base score, consisting of a credit for bonuses and a debit for penalties; and a point score, consisting of a credit for melded cards and a debit for unmelded cards.

When a score is agreed upon and written down, it may not later be set aside. Proven mistakes in addition or subtraction on the score pad must be corrected. If the error is proved after the first draw of any deal, the deal must be completed before the error can be corrected. If a new game has begun as a result of such an error, the new game continues, and the old game is finished later.

BONUSES	Points
Natural canasta (no wild cards)	500
Mixed canasta (one to three wild cards)	300
Red three	100
Four red threes for one partnership	800
Melding out	100
Melding out "concealed"	200

MELDING VALUES	Points
Jokers	50
Aces and deuces	20
Kings to eights	10
Sevens to fours	5
Black threes	5

MINIMUM POINTS IN FIRST MELD	Minimum
Previous Score	**Points**
Minus	0
0 to 1495	50
1500 to 2995	90
3000 or more	120

POINTS FOR PENALTIES

Should any player keep a red three in his hand after his first discard	500
For obtaining partner's permission to call and then being unable to meld out	100
Should a player in drawing from the stock see any other card than the top card	50
For taking the discard pile before exposing matching cards	50
For drawing out of turn from the stock or discard pile, and **not** mixing card with hand	100
For drawing out of turn from the stock or discard pile and mixing card with hand (also punished by forfeiting draw next hand)	200

CANASTA FOR TWO PLAYERS

The pack is dealt first by the player who cuts the lower card, after which the deal alternates. Each player is dealt fifteen cards. Many players follow the rule that a player may not go out before he has melded **two** canastas.

CANASTA FOR THREE PLAYERS

The player who cuts highest chooses his seat. The player who cuts lowest sits to his right and deals the first hand. Each player is dealt thirteen cards. (In some games only eleven cards are dealt.) At the end of a game, the highest score wins from each opponent. The two losers do not settle for the difference in their scores unless it has been arranged by prior agreement.

CANASTA FOR FIVE PLAYERS

The two who draw high form a team against the three who draw low. The team of two play throughout; the team of three alternates as in the six-handed game.

CANASTA FOR SIX PLAYERS

The three who draw high form a team against the three who draw low. There are only two active players for each team during any deal. During the first deal, the inactive player of each team is the one who drew lowest; during the second, the one who drew second best; during the third, the one who drew highest; and so on. An inactive player may **not advise a team-mate and has no rights** except to correct a scoring error at the end of the deal.

In some games all six players are active. The three who draw high form a team against the three who draw low. One team takes the first, third and fifth seats at the table, while the other team takes the remaining seats.

CRIBBAGE

No of Players: Two or three, or four as partners. Best two-hand.

The Pack: 52 cards.

Rank of Cards: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (low).

The Draw: Lowest card deals; players drawing cards of the same rank must draw again.

The Shuffle and Cut: Dealer has the right to shuffle last. The player at his right cuts. The cut must have not less than four cards in each packet.

The Deal: Each player receives six cards, dealt one at a time. Players deal alternately during the game. Loser of a game deals first for the next game.

The Crib: Each player looks at his six cards and lays away two of them to reduce his hand to four. The four cards laid away together constitute the crib, which belongs to the dealer but is not exposed or used until after the play.

The Starter: After the crib is laid away, non-dealer cuts the pack and dealer turns up the top card of the lower packet. This card, placed face up on the pack is the starter. If the starter is a jack (called his heels) dealer pegs (scores) 2 points at once. The starter is not used in the play.

The Play: After the starter is turned, the non-dealer lays one of his cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on. The hands are therefore exposed card by card alternately except for gos as noted below. Each player keeps his cards separate from those of his opponent.

As each plays, he announces the total of pips reached by the addition of his card to those previously played, e.g. Non-dealer begins with a 4, saying "Four." Dealer plays a nine, saying "Thirteen." The kings, queens, and jacks count ten each; every other card counts its pip value, A being 1.

The Go: During the play, the running total of cards may never be carried beyond 31. If a player is unable to add another card without exceeding 31, he says "Go" and his opponent pegs 1. But the player gaining the go must first lay down any additional cards he can without exceeding 31. Besides the point for go, he is then entitled to any additional points he can make through pairs and runs. If a player reaches exactly 31, he pegs 2 instead of 1 for go.

The player who called go must lead for the next series of play, the count starting at zero. The lead may not be combined with any cards previously played to form scoring combination, the go having interrupted the sequence.

Playing the last card of all pegs 1 for go; consequently, the dealer is sure to peg at least one point.

Pegging: The object in play is to score points by pegging. In addition to go, a player may score for the following combinations:

Fifteen: For adding a card that makes the total 15, peg 2.

Pair: For adding a card of the same rank as that played last, peg 2. (Note that face cards pair only by actual rank, jack with jack, not jack with queen.)

Triplet (also called Threes or Pair Royal): For adding the third card of the same rank, peg 6.

Four (also called Double Pair or Double Pair Royal): For adding the fourth card of the same rank, peg 12.

Run (Sequence): For adding a card which forms, with those played last, a sequence of three or more, peg 1 for each card in the sequence. Runs are independent of suits, but go strictly by rank, e.g. 9, 10, J is a run, but 9, 10, Q is not.

It is necessary to keep track of the order in which cards are placed to determine whether what looks like a pegging formation is interrupted by a foreign card, e.g. Cards are played in this order: 8, 7, 7, 6. Dealer pegs 2 for fifteen, and opponent pegs 2 for pair, but dealer cannot peg for run because of the extra seven-spot. As another example, cards are played in this order: 9, 6, 8, 7. Non-dealer pegs 2 for fifteen on his first play, and 4 for run on his second play. The cards were not played in sequential order, but form a true run with no foreign card.

Counting the Hands: When play ends, the three hands are counted in order: non-dealer (first), dealer's hand, crib. This order is important, for toward the end of a game the non-dealer may count out and win before dealer has a chance to count, even though the dealer's total would have exceeded that of his opponent.

The starter is considered to be part of each hand, so that all hands in counting comprise five cards. The following are the basic formations of scoring value:

Fifteen: Each combination of cards that totals 15 counts	2
Pair: Each pair of cards of the same rank counts	2
Run: Each combination of three or more cards in sequence counts 1 for each card in the sequence	

Flush: Four cards of the same suit in hand (not crib) count 4
Four cards in hand or crib of the same suit as starter count 5
(No count for four-flush in crib not of same suit as starter.)
His Nobs: Jack of same suit as starter counts 1

Combinations: In the above table, the word combination is used in the strict technical sense. Each and every combination of two cards that make a pair, of two or more cards that make 15, of three or more cards that make a run, count separately, e.g. A hand (with starter) of 8, 7, 7, 6, 2 scores 8 points for four combinations that total 15; the 8 with one 7, and with the other 7; the 6-2 with each 7 in turn. It scores 2 for pair, and 6 for two runs of three — 8-7-6 using each seven in turn. The total is 16. An experienced player computes the hand thus: Fifteen 2, fifteen 4, fifteen 6, fifteen 8, and 8 for double run is 16.

Certain basic formations should be learned to facilitate counting. For pairs and runs alone:

A triplet counts 6.

Four of a kind counts 12.

A run of three, with one card duplicated (double run) counts 8.

A run of four, with one card duplicated, counts 10.

A run of three, with one card triplicated (triple run) counts 15.

A run of three, with two different cards duplicated counts 16.

The following list includes all the hands the beginner may find any difficulty in counting:

Cribbage Scores

1 - 1 - 2 - 2 - 3 16	4 - 5 - 6 - 6 - 6 21
1 - 2 - 3 - 3 - 3 15	5 - N - 5 - 5 - 5 29
1 - 4 - 4 - 4 - 10 12	5 - 5 - 5 - 5 - 10 28
2 - 3 - 4 - 4 - 4 17	5 - 5 - 10 - J - Q 17
2 - 2 - 3 - 3 - 4 16	6 - 6 - 9 - 9 - 9 20
2 - 3 - 3 - 3 - 4 17	6 - 9 - 9 - 9 - 9 20
3 - 3 - 4 - 4 - 5 20	6 - 6 - 7 - 7 - 8 20
3 - 4 - 4 - 4 - 5 17	7 - 7 - 7 - 8 - 9 21
3 - 4 - 4 - 5 - 5 16	7 - 7 - 7 - 8 - 8 20
3 - 6 - 6 - 6 - 6 24	7 - 8 - 8 - 8 - 8 20
4 - 4 - 5 - 6 - 6 24	7 - 7 - 8 - 8 - 9 24
4 - 5 - 5 - 6 - 6 24	7 - 8 - 8 - 9 - 9 20

5 - 5 - N - J - J 21	3 - 3 - 3 - 3 - 9 24
2 - 6 - 7 - 7 - 8 16	4 - 4 - 4 - 4 - 7 24
6 - 7 - 8 - 9 - 9 16	1 - 7 - 7 - 7 - 7 24
3 - 3 - 6 - 6 - 6 20	4 - 4 - 4 - 7 - 7 20
3 - 3 - 3 - 4 - 5 21	4 - 4 - 7 - 7 - 7 14
1 - 1 - 7 - 7 - 8 12	3 - 3 - 4 - 5 - 5 20
3 - 3 - 3 - 6 - 6 18	1 - 1 - 6 - 7 - 7 12
3 - 3 - 6 - 6 - 9 14	2 - 6 - 6 - 7 - 7 12
5 - 5 - 5 - N - J 23	7 - 7 - 7 - 1 - 1 20
5 - 5 - 5 - 10 - 10 22	3 - 4 - 4 - 4 - 4 20
1 - 4 - 4 - N - 4 13	5 - 5 - 5 - 4 - 6 23
5 - 5 - 10 - N - Q 18	1 - 1 - 6 - 7 - 8 13

No hand can make a count of 19, 25, 26 or 27.

N ..... His Nobs

Muggins: (This is optional). Each player must count his hand (and crib) aloud and announce the total. Should he overlook any score, his opponent may say " Muggins " and then himself score the points overlooked.

Game: Game may be fixed at either 61 points or 121 points. Play ends the moment either player reaches the agreed total, whether by pegging or counting his hand. If non-dealer goes out by count of his hand, dealer may not count either his hand or crib in the effort to escape lurch.

Each game counts one for the winner, but if the loser fails to pass halfway mark he is lurched, and the winner scores two games.

The Cribbage Board: Scoring by pencil and paper is very inconvenient in Cribbage. A Cribbage Board is therefore usually used. This is a tablet with four rows of thirty holes each, divided into two pairs of rows by a central panel. There are usually two or four additional holes near the end, called game holes. There are four pegs, usually in two different colours.

The board is placed between the players, and each takes two pegs of the same colour. Each time a player scores, he advances a peg along a row on his side of the board, counting one hole for each point. Two pegs are used so that the rearmost can be jumped ahead of the foremost, its distance from the latter showing the increment in score. The custom is to go down (away from the game holes) on the outer rows and come up on the inner rows. The game of 61 is once around and 121 is twice around.

If a cribbage board is not available, each player may use a piece of paper, marked as follows:

Units 1 2 3 4 5 6 7 8 9 10
Tens 1 2 3 4 5 6

Two small markers are used for counting in each row.

Irregularities: See Introduction.

Wrong Number of Cards: If one hand (not crib) is found to have the wrong number of cards after laying away for the crib, the other hand and crib being correct, the opponent may either demand a new deal or may peg 2 and rectify the hand by drawing out excess cards or dealing additional cards from the pack to supply a deficiency. If the crib is incorrect, both hands being correct, non-dealer pegs 2 and the crib is corrected by drawing out excess cards or dealing added cards from the pack. If more than one hand (including crib) is found incorrect, there must be a new deal, and if either player held the correct number in his hand he pegs 2.

Erroneous announcement: There is no penalty for announcing a wrong total of cards or a wrong count, but the error must be corrected on demand. If an error in announcing the total is not noticed until the next card is played, it stands as announced. If an error in counting a hand is not noticed until the opponent commences counting, or until the cut for the next deal, it stands.

No player is entitled to help from another or from a bystander in counting his hand. Scores overlooked may not be taken by the opponent unless there has been previous agreement to enforce muggins.

Erroneous Play: A player who calls go when able to play may not correct his error after the next card is played. A player who gains a go and fails to play additional cards when able may not correct his error after the next card is played. In either case, the card or cards erroneously withheld are dead as soon as seen by the opponent, and the offender may not play them nor peg with them, and the opponent of the offender pegs 2 for the error.

Error in Pegging: If a player places the peg short of the amount to which he is entitled, he may not correct his error after he has played the next card or after the cut for the next deal. If he pegs more than his announced score, the error must be corrected on demand at any time before the cut for the next deal and his opponent pegs 2.

THREE-HAND CRIBBAGE

Draw for first deal. Thereafter the deal rotates to the left.

Deal five cards to each player, one at a time, and one card to the crib. Each player lays away one card to the

crib, which belongs to the dealer. Eldest hand cuts for the starter.

When a player calls go the next hand must continue play if able to do so, and if he does not play, the remaining hand must then play if able. If the first hand after the go cannot play, the second hand does not play. In any case, the point for go is won by the hand that played last card.

All other rules of play and scoring are as in two-hand cribbage. The hands are counted in order to the left, beginning with the eldest hand and ending with the crib. Game is usually fixed at 61.

FOUR-HAND CRIBBAGE

Draw for partners and first deal. Deal five cards to each player, one at a time. Each player lays away one card to the crib, which belongs to the dealer. Rules of play are as at three-hand cribbage.

Scores made by partners are amalgamated in a running total. One player for each side should be appointed to keep the score. Game is 121.

EUCHRE

No. of Players: Four.

The Pack: 32 cards — A, K, Q, J, 10, 9, 8, 7 of each suit.

Rank of Cards: The highest trump is the jack of the trump suit, called right bower. The second-highest trump is the jack of the other suit of the same colour as the trump, called left bower. (e.g. If diamonds are trumps, right bower is **D** J and left bower is **H** J.) The remaining trumps and also the plain suits rank as follows: A (high), K, Q, (J), 10, 9, 8, 7.

The Draw: Draw cards for partners and deal. The two lowest play against the two highest, and lowest card deals first. In drawing, the cards rank, K (high), Q, J. 10, 9, 8, 7, A (low). Players drawing equal cards must draw again. Partners sit opposite each other.

The Shuffle and Cut: Dealer has the right to shuffle last. The pack is cut by the player at his right. The cut must not leave less than four cards in each packet.

The Deal: The cards are dealt to the left, beginning with eldest hand. Each player receives five cards. Dealer may give a round of three at a time, then a round of two at a time, or may give two, then three, but he must keep to whatever plan he commences with. Turn to deal passes to the left.

The Turn-up: On completing the deal, dealer places the rest of the pack in the centre of the table and turns the top card face up. Should the turn-up be accepted as trump, no matter by whom, the dealer has the right to exchange the turn-up for any card in his hand. In practice, the turn-up is not taken into his hand but is left on the pack until played. The dealer signifies his exchange by placing his discard face down underneath the pack.

Making the Trump: Commencing with the eldest hand, each player to the left has the option of passing or accepting the turn-up for trump. An opponent of the dealer accepts by saying, "I order it up." The partner of the dealer accepts by saying, "I assist." The dealer accepts by making his discard. His acceptance is called taking it up.

The dealer signifies refusal of the turn-up by removing the card from the top and placing it face up partially underneath the pack. This is called turning it down.

When all four players pass in the first round, each hand

in turn commencing with the eldest has the option of passing again or of naming the trump suit. The rejected suit may not be named. Declaring the other suit of the same colour as the reject is called making it next. Declaring a suit of opposite colour is called crossing it. If all four players pass in the second round, the cards are bunched, or mixed together for the shuffle, and the next dealer in turn deals.

Once the trump is fixed, either by acceptance of the turn-up or declaration after it is rejected, the bidding ends and play commences.

Playing Alone: The player who fixes the trump suit has the option of playing alone, without help from a partner's cards. If he wishes to exercise this option, he must declare "alone" distinctly at the time he makes the trump. His partner then turns his cards face down and does not participate in the play.

The Play: The opening lead is made by eldest hand, or by the player at his left if the partner of eldest hand is playing alone. Each hand must follow suit to a lead if able; if unable, the hand may trump or discard at will. A trick is won by the highest card of the suit led, or, if it contains trumps, by the highest trump. The winner of a trick leads to the next.

Object of Play: To win at least three tricks. If the side that made the trump fails to get three tricks, it is said to be euchred. Winning all five tricks is called a march.

Scoring: The following table shows all scoring situations:

Partnership making trump wins 3 or 4 tricks	1
Partnership making trump wins 5 tricks	2
Lone hand wins 3 or 4 tricks	1
Lone hand wins 5 tricks	4
Partnership or lone hand is euchred, opponents score	2

Game: Usually 5 points, but may be increased by agreement to 7 or 10. A side is said to be at the bridge when it has scored 4 and opponents have scored 2 or less.

Markers: The usual method of keeping score is by use of small cards lower than those in play. When game is five points, each side uses a three-spot and a four-spot as markers. To indicate score of 1, place the four face down on the three, leaving one pip of the latter exposed. Score of 2, place the three face down on the four, leaving two pips of the latter exposed. Score of 3, place the three face up on the four. Score of 4, place the four face up on the three.

Rubbers: Many euchre games are scored by rubber

points, as in Whist. The first side to win two games wins the rubber. Each game counts for the side winning it: 3 rubber points if the losers' score in that game was 0 or less; 2 rubber points if the losers' score was 1 or 2; and 1 rubber point if the losers scored three or more. The winners' margin in the rubber is 2 points bonus, plus the winners' rubber points, minus the losers' rubber points.

Irregularities: See Introduction.

Error in Bidding: A player who orders it up when he is partner of a dealer, or assists when he is an opponent of the dealer, is deemed to have accepted the turn-up for trump. If a player names for trump the suit of the turn-up after it has been turned down, his declaration is void and his side may not make the trump.

Declaration out of Turn: If a player makes a declaration (or turn down) other than a pass, out of turn, it is void and his side may not make the trump.

Lone Hand: A hand playing alone does not incur penalty for lead or play out of turn or exposing a card, but must correct the error on demand if it is noticed in time.

Lead out of Turn: If a hand leads out of turn and all other hands play to the trick before the error is noticed, the trick stands. But if any hand has not played, the false lead must be taken back on demand of any player and becomes an exposed card. Any cards played to the incorrect lead may be retracted without penalty. An opponent of the incorrect leader may name the suit to be led at the first opportunity thereafter of the offender or his partner to lead; such call must be made by the hand that will play last to the trick.

Exposed Cards: An exposed card must be left face up on the table and must be played at the first legal opportunity.

Quitted Tricks: Each trick as gathered must be turned face down, and the tricks must be kept separate so that the identity of each may be determined. Quitted tricks may not be examined for any purpose until the end of play. If a player turns up a quitted trick at any previous time, the opponents may call a lead from his side.

Revoke: Failure to follow suit to a lead when able is a revoke. A revoke may be corrected before the trick is quitted, and if it is corrected any opponent who played after the revoke may retract his card and substitute another. If a player so mixes the tricks that a claim of revoke against his side cannot be proved, the claim may be considered proved.

Upon proof of established revoke, the non-revoking side has the option of scoring the hand as played or of taking the

revoke penalty. The revoke penalty is 2 points, which may be either added to the score of the non-revoking side, or subtracted from the score of its opponents. If the revoke was made by the opponents of a lone hand, the penalty is 4 points.

FIVE HUNDRED

Number of Players: Two to six.

The Pack: Two-hand, 24-card pack, A (high) to 9 (low); three-hand, 32 cards, A (high) to 7 (low); four-hand, 42-card pack, A (high) to 4 (low) (deleting two 4s); five-hand, regular 52-card pack; six-hand, 62-card pack, with 11, 12 and two 13 spots. The joker may or may not be added to any of these.

Rank of Cards: As in Euchre (the bowers being used), thus: Trump suit: J (right bower), high; J of same colour (left bower); A, K, Q, 10, 9, etc. Suit same colour as trumps: A, K, Q, 10, 9, etc. Two suits of opposite colour: A, K, Q, J, 10, 9, etc. Joker, when used, is the highest trump, ranking above the right bower. When using 62-card pack, the 13, 12, and 11 rank in that order below Q and above 10.

Cutting: Cut for deal. Low deals, A being lowest of a suit; joker lowest of all. The player on the dealer's right cuts the cards after they have been shuffled, and he must leave at least four cards in each packet.

Dealing: Each player must receive ten cards. The remainder of the pack is left face down on the table for a 'kitty' (also known as 'blind' or 'widow,' and must be laid out between the first and second rounds, thus: Deal three cards to each player, then lay out the 'kitty,' then four cards to each, then three, in rotation to the left, beginning with eldest hand.

Object of Play: To take tricks. Player or partners who name trump must take full number of tricks bid to score anything, and to avoid being set back (see below). Opponents score for each trick they take.

Making the Trump: Beginning at the dealer's left, each player bids for privilege of naming trump, or passes. A player who once passes may not bid thereafter. Only one bid is allowed each player.

Bids are made to take a certain number of tricks, with a named suit as trumps; or to take them without a trump. The form of bid is generally: six in **C**, eight in **D**, etc. The value of these bids depends on the table of values used. In bidding, suits rank as follows: **S** (lowest); **C**, **D**, **H**, No-trump (highest).

No bid made for less than six tricks. If no one bids

six or more tricks, the cards are bunched and the deal passes to the left.

(Note: In some cases, if no one bids, the hands are played no-trump, and each trick taken scores 10, and there is no set back. In such case the kitty is not used, being left face down. Or, if agreed, it may be turned face up to be looked at, but not drawn from.)

A bid to raise a previous bid must be for a higher number of scoring points, or it must be to win a greater number of tricks to make the same number of points. Thus, bid of seven tricks in clubs (if worth 120) raises bid of seven tricks in spades (80), and eight tricks in spades would raise seven tricks in clubs, since the value of each bid is 120 points. In Avondale schedule there are no two bids of same value, hence there can be no complications or misunderstandings as to the relative value of bids. A player cannot raise his own bid, if all other players pass.

Discarding: Highest bidder takes the kitty into his hand, and then discards to reduce his hand to ten cards. He may retain part or all or none of the cards taken up.

The Play: After discarding, successful bidder leads any card he chooses. It is not obligatory to lead trumps. Each player in turn to the left must play the trick, following suit, if possible. If no suit be held, player can trump or throw off a card of any other suit. Winner of first trick leads for next one, and so on. On no-trump bid, the hand is played without trumps.

The Joker: The joker is the highest trump when there is a trump bid. It is always the highest card in any play whether there is a trump or no trump. In no-trump and nullo bids the joker is a suit by itself and holder of joker cannot play it if he can follow suit. Not being able to follow suit, he can discard a card of another suit as often as he chooses or play the joker when he pleases. If the holder of joker leads it he has the privilege of naming the suit that must be played to it, but cannot specify any card of that suit.

Partners: The four, five and six hand games are partnership games. The four-hand, two against two; six-hand, three pairs of partners. There are various forms of the five-hand game. In some places successful bidder designates any one player as his partner during that hand, and such player cannot refuse. In others, one partner on bid of six or seven, and two partners on bid of eight, nine or ten. In other places, he may call upon holder of a certain card to act his partner: as the player holding a named trump which is missing from

bidder's hand, or a high card of a plain suit which he needs to strengthen his hand. Bidder does not know who is his partner until card called for falls in the natural course of play.

In some places the holder of the card called for announces it at once.

Scoring: After hands are played out, if bidder takes as many tricks as he bid, he scores according to one of the Tables of Points.

TABLES OF SCORING POINTS

Avondale Schedule

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	140	240	340	440
Clubs	60	160	260	360	460
Diamonds	80	180	280	380	480
Hearts	100	200	300	400	500
No Trump	120	220	320	420	520

Original Schedule

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	80	120	160	200
Clubs	60	120	180	240	300
Diamonds	80	160	240	320	400
Hearts	100	200	300	400	500
No Trump	120	240	360	480	600

If reverse order of suit values is used, the table of points is as follows:

Inverted Schedule

If trumps are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Clubs	40	80	120	160	200
Spades	60	120	180	240	300
Hearts	80	160	240	320	400
Diamonds	100	200	300	400	500
No Trump	120	240	360	480	600

In no case can the bidder score more than the amount he bid, unless the bid was for less than 250, and he takes all ten tricks, when he may score 250 instead of the amount bid.

Each player opposed to bidder scores 10 for each trick individually taken.

Set Back: If bidder fails to take as many tricks as he bid, he is set back, i.e., the number of points bid are deducted from his previous score. If a player is set back before he has scored anything, or more points than he has scored, he is 'in the hole,' which is indicated by drawing a ring around the minus amount. Partners are set back together the full amount bid.

Game: Game is 500 points. If one side gets 500 in the hole, it loses the game.

If more than one player scores game on the same hand, and one of them is bidder, bidder wins if he makes good his bid. If neither is the bidder, player first winning enough tricks to make his score 500 wins.

If any player scores out during play of a hand, balance of hand is not played, unless the bidder can win out. Abandoned hands must be shown, to prove there has been no revoke.

A player may be 100 in the hole and score out on a 600 bid.

THE LAWS OF 500

1. **Formation of Table:** If there are only three candidates for play they cut for the first deal. If there are four, they cut for partners and deal when they play in partnership. When four play without forming partnerships, the dealer takes no cards. Partners are the lowest two cards out.

If there are five candidates for play, they cut to decide which three or four shall play the first game. At the end of the game, the players cut to decide which shall give way to those waiting their turn. A table is complete with five players, of whom four should play, with or without forming partnerships.

2. In cutting, the lowest card has the choice of deals, and deals the first hand. The joker is the lowest card in cutting, the other cards ranking from the 7 up to the king, which is the highest card. In cutting, the ace is low. In play it is high.

Players cutting cards of equal value cut again, but the new cut decides nothing but the tie.

3. **The Deal:** Beginning on his left, the dealer shall distribute the cards three at a time to each player in turn, and then lay off three cards for the kitty, all face down. He shall then give each player four cards, and then three cards.

4. **Misdealing:** It is a misdeal, and there must be a new deal by the same dealer if the cards have not been properly cut; if the dealer does not give the same number of cards to each player on the same round; or if he deals too many hands or if he neglects to lay out the three cards for the kitty after dealing the first round and before dealing the second. A player not holding an Ace or Court card cannot demand a new deal.

5. **Bidding:** Each player in turn, beginning on the dealer's left, has one bid. The rank and value of the bids are shown in the Table. The successful bidder shall score the exact value of his bid, if he wins as many tricks as he bids, but no more. There is no penalty for bidding out of turn in 3-hand. In partnership play, a bid out of turn is void and the offender's partner or partners lose their right to make any bids in that deal.

6. Bidders shall name the number of tricks and the suit, e.g. 'Six in spades,' or 'Seven in no trumps.' There are no second bids, and a player who has once passed cannot come into the bidding again.

7. Should two bids be equal in points, the bidder that offers the greater number of tricks shall have the preference.

A bid having been made, the next player in turn to the left must bid higher or pass. A bid once named cannot be recalled, and a player having once named a certain number of tricks can neither increase the number nor change the suit.

8. If no one will bid, the hands may be played as no-trumpers, the eldest hand leading for the first trick and each player being for himself. Each trick taken counts 10 points to the player winning it, but the widow remains untouched.

9. **The Kitty:** The successful bidder takes the kitty, without showing it, and discards to reduce his playing hand to ten cards. His discards must be kept under the tricks he wins, but the three cards in it do not count as a trick.

Should any player but the highest bidder take up the kitty, or look at any card in it, the successful bidder may either demand a new deal or may let the deal stand, the player looking at the kitty being debarred from scoring anything on that deal. If there is no bid made, a player unlawfully looking at the kitty may be called upon to take it and to play six at no-trumps, or there may be a new deal. If the others disagree as to the penalty, the six at no-trumps shall be played.

10. **Play:** The successful bidder, after having taken the kitty and discarded, always leads for the first trick. He may lead any card he pleases, and the others may follow suit, if

they can. The winner of one trick leads for the next, and each player keeps in front of him the tricks he individually wins. If the bidder leads the joker in a no-trumper, he must name the suit to be played to it. Players not able to follow suit may trump or discard at pleasure.

11. **Irregularities:** If any player is found not to have his right number of cards, or if there are not three cards in the kitty, it is a misdeal. But if any player with a wrong number of cards has played to the first trick, the successful bidder and the kitty having the right number, the deal stands good but the player or players with irregular hands can not score anything on that deal. Neither a player nor his partner can win a trick on which either of them has no card to play.

If the bidder or the kitty has a wrong number of cards, after playing to the first trick, the bidder loses his game, and must be set back; but if both opponents have their right number of cards, the hand must be played out in order that they may score for tricks. If both bidder and an opponent have a wrong number, the deal is void.

12. **Exposed Cards:** If during the play of a hand a card is exposed by either of the bidder's opponents, the bidder may demand that the card be left upon the table, to be called by him upon any trick, provided the call shall not require the holder of the exposed card to revoke. If two cards are played to the same trick, the bidder may elect which shall be played, and the other shall become an exposed card.

The bidder must demand the play of an exposed card before he plays himself, and the opponents must give him reasonable time. If the holder of an exposed card can lead to it, or get rid of it in play, he cannot be prevented from doing so.

13. **Playing out of Turn:** If either of the bidder's opponents leads out of turn, the bidder may call a suit from the one that should have led, or he may call upon him not to lead the suit of the exposed card. Should it not be the turn of either opponent to lead, the bidder may call a suit from the one that first obtains the lead, or may demand that he do not lead the suit of the exposed card, the card remaining on the table as a marker for the penalty that is due.

Should the bidder play to the false lead without challenging it, the third player must follow suit also, and the trick stands good. If the bidder is the last player on the trick, he may play to the false lead or not, as he pleases, and the second player will be bound by his decision.

14. **The Revoke or Renege:** A revoke is a failure to fol-

low suit when play requires it or failure to comply with a performable penalty. If a revoke is claimed and proved, the hand in which it occurs may immediately be abandoned. If the bidder is at fault, he is set back the amount of his bid, and the opponents score for any tricks they may have taken up to that time. If an opponent of the bidder revokes, he cannot score anything in that hand, and the bidder cannot be set back but must score his bid as if he won. The opponent who has not revoked may score for any tricks he has taken in it. In a partnership game the side in error scores nothing.

15. A revoke may be corrected by the player making it, before the trick is turned and quitted, unless the player in error has led or played to the following trick. If a player corrects his mistake in time to save the revoke, the card played in error becomes exposed, and can be called by either opponent if exposed by the bidder, or by the bidder if exposed by either opponent. If a revoke is corrected by the second player to a trick, the third player may withdraw his card without penalty.

16. **Looking Back:** No player is allowed to see any but the last trick turned and quitted, under penalty of having a suit called from him.

The bidder is not allowed to look at the cards he has laid out for the kitty or discard, after he has played to the first trick, under penalty of having a suit called from him by the player on his right.

17. **Scoring:** The game is winner 500 points up. If one side gets 500 in the hole it loses the game. When four play, the dealer taking no cards, the highest score at the end of twelve deals is the winner of the game.

The bidder always has the first count, and if he has made good his bid, he scores it. If this gives him enough to reach 500, he wins the game, even if either or both his opponents have made enough to put them 500 on that deal.

The bidder cannot score more than his bid unless he wins all ten tricks, in which case he scores 250 if his bid was for any less amount. If he had bid more than 250, he scores nothing extra for any over tricks he may make.

If the bidder fails to make as many tricks as he bid, he is set back the full amount of his bid.

Each opponent scores 10 points for each individual trick that he takes. The opponents must keep their respective tricks separate, in order to verify their scores.

If the bidder cannot reach 500, and both opponents have enough to put them 500, the one that first got the trick nec-

essary to put him out, wins the game. When two players are nearly out, neither of them being the bidder, the one that first reaches 500 should claim the game, on condition that the bidder does not win it on that deal.

18. **The Joker:** The joker is always the best trump, ranking above the right and left bowers. When the bid is no-trumps or Nullo the joker is practically a suit by itself. When there is no 53rd card in the pack, the deuce of spades shall be the joker.

In no-trump and Nullo bids the joker is a suit by itself. Holder of the joker cannot play it if he can follow suit. Not being able to follow suit he can discard a card of another suit as often as he chooses, or play the joker when he pleases.

If the holder of the joker has the lead in a no-trump or Nullo, he may lead the joker, but he must specify the suit that shall be played to it, and he may name any suit he pleases.

19. No player is allowed to give his partner any unauthorised information regarding bidding, or calling attention to cards being played or what to play. Penalty for violation of this rule is that the player at the offender's right can demand, when the offender or his partner have the lead, to call the lead of any suit he may choose.

FIVE HUNDRED FOR TWO

When two players play 500, the 33-card pack is used and a dead hand is dealt to the left of the dealer, besides the kitty in the centre of the table.

This dead hand must not be touched nor any card in it looked at, the idea of the game being that the bidder should speculate on which cards are out against him and which are in the dead hand. This makes bids of seven or eight at no-trumps common.

The highest bidder takes the kitty, and in every other respect the game is the same as for three players. The Avondale Schedule is recommended for scoring.

GAMES OF 1,000 AND 1,500

The pack, ranks of cards, deal, bid, lead and play are the same as in 500. In counting the hands, each player scores additional points, as follows: For each Ace taken in, 1 point; each K, Q, J, and 10, 10 points; each 9, 9 points; each 8, 8 points, etc., each card taken in being counted as the number of its pips. Joker does not count. These additional points are not counted toward making the bid good, and are thrown

out if bidder is set back through failure to take the number of tricks bid.

In the 24-card pack, there are 50 of these additional points to each suit, or 200 in all. In a 32-card pack, 65 to a suit, or 260 in all. In a 44-card pack, 80 to a suit, or 320 in all. In a 52-card pack, 85 to a suit, or 340 in all. In a 60-card pack, 114 to a suit, or 456 in all.

Game: 1,000 or 1,500 points, as agreed upon.

PROGRESSIVE 500

Before play, each player is given a score card designating the table at which he is to begin to play. For four and six hand play, it is also necessary to designate partners. Four-hand score cards may therefore be marked: Table A 1, A 2, A 3, A 4; one and three playing partners against two and four. Six-hand: Table A 1, A 2, A 3, A 4, A 5 and A 6; the odd numbers playing against the even.

The game then proceeds as in the regular game of 500.

Scoring: A pad of score-sheets is supplied to each table. After hands are played out, count all points made or set back, and enter score of each player individually on score-sheet. (Note: In partnership play each player is credited with the entire amount made by the partners.) Entry on score-sheet is made by one player and approved by opponent. The score-sheet is then given to the scorer. The scorer keeps a general score-sheet, with plus and minus columns for each player. At the end of each game, amounts made or lost by each player are entered in the proper columns. At the end of play, the points won by each are added up, and the points lost are deducted therefrom. The player having the highest number of points wins.

Progressions: Play one deal for each player and then progress. Three-hand, two high players progress; four-hand, winning partners; five-hand, two players with highest scores; six-hand, winning partners. Any preferred style of progress may be used.

500 - NULLO BID

There is a variation of 500 in which a player may bid Nullo and obligates himself not to take a trick. Bidder leads, and in a partnership game plays alone against opponents. The value of the bid is 250, and in the Avondale Schedule it ranks between eight spades and eight clubs.

In case the bidder takes one or more tricks, he is set back 250 points, and opponents score 10 for each trick the

bidder takes. In non-partnership games each opponent scores for tricks the bidder takes.

In playing Nullo, the bidder must discard the joker, or lose the game, as the joker will take any trick in which it is played. The holder of a joker cannot play it if he can follow suit. If he is not able to follow suit he can discard a card of another suit as often as he pleases or play the joker when he pleases.

If the holder of the joker leads it, he must specify the suit that must be played to it, but cannot specify any card of that suit.

RUMMY

No. of Players: Two to six. Each plays for himself.

The Pack: 52 cards.

Rank of Cards: K (high), Q,J,10,9,8,7,6,5,4,3,2,A. (Note: In many forms of Rummy the ace may rank either high or low.)

The Shuffle and Cut: Draw or cut for deal. Low deals. Each player may shuffle, the dealer last. It is usual for the dealer only to shuffle. The player at dealer's right cuts.

The Deal: The dealer gives one card at a time, face down, to each player in rotation to the left, until each player has: when two play, ten cards; when three or four play, seven; when five or six play, six. The remaining cards are placed face down in the centre of the table, forming the stock. The top card of the stock is turned face up and placed beside the stock to found the discard pile.

When two play, the winner of each hand deals the next. When more than two play, the turn to deal passes from player to player to the left.

Object of Play: To form in one's hand matched sets consisting of groups of three or four of a kind, as S9, D9, C9, or SQ, HQ, DQ, CQ; or sequences of three or more cards of the same suit, as DJ, D10, D9. In a sequence the ace may count only as low card.

The Play: Each player in turn, beginning with the eldest hand, must withdraw one card, either the top card of the stock or the top card of the discard pile, and add it to his hand; he may then lay down on the table, face up, any matched set he holds. He must then discard one card, face up, on top of the discard pile. If he drew the top card of the discard pile, he may not discard it in the same turn.

Laying Off: A player in turn may add one or more matching cards from his hand to any matched set already shown on the table; thus, if threes are showing, he may add the fourth three; if H10 9 8 are showing, he may add HJ, or HQ J, or H7, or H7 6.

Going Out: When in this fashion a player gets rid of all his cards, he wins the game. If all his remaining cards are matched, he may lay them down without discarding on his last turn.

(Note: In some circles each player's turn must end with a discard, so the game ends only when a player, having

drawn, can lay down or lay off all cards but one remaining in his hand, and then discards that card.)

If the last card of the stock has been drawn and no player has gone out, the next player in turn may either take the top card of the discard pile, or may turn the discard pile to form a new stock (without shuffling it) and draw the top card, after which play proceeds.

(Note: Some play that if any player discards a card which could be laid off, any other player may call Rummy, lay off the card, and replace it with a discard from his hand. The first player to call Rummy has this right; if two or more call simultaneously, the one nearest the player's left has the right.)

Scoring: Each player in the game pays to the winner the pip value of the cards remaining in his hand, whether they form matched sets or not; face cards count 10 each, aces 1 each, every other card gets its pip value.

A player goes Rummy when he gets rid of all cards in his hand in one turn, without previously having laid down or laid off any cards; in this event every other player pays him double.

(Note: Some play that no cards may be laid down until one player can go out all at once, and that the winner collects the pip value of his own hand from each other player. This variant is often played with ten cards dealt to each player, and only two or three players. Play always continues until some player goes out, and if the stock is exhausted before that time, the discards are shuffled and turned round to make a new stock.)

Irregularities: (See The Rules of Card Games.)

Play out of Turn: If a player is not stopped before he has completed his turn by discarding, it stands as a play in turn and intervening players lose their turns. If the player out of turn has taken the top card of the stock, it is too late for rectification after he has added that card to his hand.

Illegal Draw: If, by playing out of turn or by drawing more than one card from the top of the stock, a player sees a card to which he is not entitled, that card is placed face up on top of the stock. The next player in turn may either take the card or may have it put in the centre of the stock, face down, and proceed to play as if no irregularity had occurred.

Incorrect Hand: A player with too many cards discards without drawing; a player with too few cards draws without discarding, until his hand is restored to the correct number.

If, after a player goes out, another player has too many cards he simply pays the value of all cards in his hand; if he has too few cards, he is charged 10 points for each missing card.

Cards Laid Down Illegally: If a player lays down cards which are not in fact a matched set, they must be restored to his hand if discovered at any time before the cards have been mixed together; any card laid off on such a set remains on the table, but no card may be added to it unless three or four cards, which themselves form a matched set, have been laid off on it. If a player announces that he is out when he is not able to get rid of all his cards, he must lay down and lay off all he can. In either case play proceeds as if no irregularity had occurred.

DOUBLE RUM

A 106-card double pack is used, two full packs plus two jokers shuffled together. Ace may count either high or low in sequences. In the deal, each player receives ten cards.

A group may be any three or more cards of the same rank; thus, S K, H K, D K. A joker is wild in any group or sequence. In laying off on a sequence which contains a joker, the joker may be moved if it was used at the end of a sequence, but not if it was used in the interior of a sequence.

In scoring, a player is charged 15 for each joker in his hand and 11 for each ace in his hand. Other cards as in ordinary Rummy.

BOATHOUSE RUM

The rules are as in Rummy, except:

Each player in turn may draw the top card of the stock; or, before drawing that card, he may take the top card of the discard pile and then either the next card of the discard pile or the top card of the stock. A player in turn may discard only one card. Play does not end until a player can lay down his entire hand at one time.

An ace counts either high or low in a sequence, and sequences may go round the corner as in H 3, 2, A, K, Q.

In the settlement, a player pays only for cards in his hand which do not form matched sets; he may pay either one point for every unmatched card in his hand or pip value of all unmatched cards (ace counting 11), as agreed.

500 RUM

No. of Players: Two to eight. Best for 3, 4 or 5. Four may play as partners.

The Pack: 52 cards. Five or more should use a double pack.

Rank of Cards: A (high or low), K,Q,J,10,9,8,7,6,5,4,3,2, A (high or low).

Value of Cards: A, 15, except in the sequence 3-2-A, when A counts as 1; face cards, 10 each. Other cards, pip value.

The Shuffle and Cut: Draw for deal, low dealing first. A is low in the draw. Dealer shuffles and the player at his right cuts.

The Deal: Seven cards to each player except in the two-hand game, in which each player receives thirteen cards.

Object of Play: To score points by laying down and laying off cards as in ordinary Rummy.

The Play: The undealt portion of the cards, face down, is the stock; its top card is placed beside it to start the discard pile. Each player in turn, beginning with eldest hand, may draw the top card of the stock; or may draw any card from the discard pile provided he takes with it all cards on the discard pile above it, and also provided that he at once uses the card so drawn, either by laying it down in a set or by laying it off on a set already on the table.

Each player in turn, after drawing and before discarding, may lay down any matched set on the table in front of him, or may lay off any cards which match a set already on the table; but such cards laid off are also kept on the table in front of the player.

Sequences may not go 'round the corner,' e.g. A,K,Q may be shown, but not K,A,2.

Scoring: When any player gets rid of all his cards, play immediately ends. Each player's score is then reckoned as follows. He is credited with the point value of all cards he has shown on the table; from this figure is subtracted the point value of all cards remaining in his hand. The difference is added to or subtracted from his score as the case may be.

Each player whose score reaches 500 wins the game and collects from the other players the difference between their final scores. If two or more players reach 500 on the same hand, the one with the highest score is the winner.

When a player lays off a card, he keeps it on the table in front of him for convenience in scoring later, but must state to what showing combination it is added; e.g., if **D** 9, 10, J are on the table, and also **S** Q, **H** Q, **C** Q, a player putting down the **D** Q in front of him must state which set it becomes part of; if he makes it part of the **D** sequence, any player may later add **D** K to that sequence.

Irregularities: See the Rules of Rummy.

PARTNERSHIP 500 RUMMY

Four play, two against two as partners, partners facing each other against the table. The rules are exactly as in 500 Rum, except that partners try to help each other to form matched sets to go out. When any player goes out, play ends and the score of each partnership is figured as a unit. The game is over when either side reaches 500.

PERSIAN RUMMY

The game is the same as Partnership 500 Rum, with the following exceptions:

The Pack: 56 cards, including the standard 52 cards plus four jokers.

Values of Cards and Matched Sets: Each joker counts 20. Jokers may not be used in sequences, but only in groups of three or four jokers. Any group of four of a kind, laid down all at once, counts double its face value; e.g., four jokers laid down at once count 160. Three jokers laid down count 60, and the fourth joker when added counts only 20 more; four sixes put down at once count 48, but three sixes count only eighteen and the fourth six adds only 6.

Game: A game ends after two deals. The side with the best score for the two deals receives a bonus of 50 points and wins the difference between its final score and its opponents'.

OKLAHAMA

Oklahama is a game similar to 500 Rum, for two players. The following special rules are usually followed:

A double pack is used with two jokers. Sometimes the jokers are not used, but deuces are wild.

Each player receives 13 cards in the deal. The next card is turned up and if the player who is not dealing refuses it, the dealer may take it. Play ends when either player goes out. Each player scores the point value of combinations he has laid down, less the point value of any cards remaining in his hand. Laying off is not permitted.

The queen of spades counts 25 in any combination, but costs 50 in the hand. If deuces are wild, each deuce in the hand costs 25; if jokers are used, each joker in the hand costs 50. Other cards count as in 500 Rum.

There is a 100 point bonus for going out.

Game is 1000. The last hand is always played out, and if both players pass 1000 the higher score wins the game. Winner of the game receives an additional 100 points.

LIVERPOOL RUMMY

(Or Contract, Joker, Progressive or King Rummy, or Zioncheck.)

(Note: There are many forms of this game. The following is one of the most popular.)

No. of Players: Three to eight. Each plays for himself.

The Pack: For three or four players, a double pack with one joker. For five or more players, a triple pack with two jokers. The cards should have backs of same design and colour, but this is not essential. All cards are shuffled together.

Rank of Cards: A (high or low), K,Q,J,10,9,8,7,6,5,4,3,2, A (high or low).

(Note: In some forms of this game, A is high only.)

Value of Cards: A, Joker, and other wild cards, if any, 15; each face card, 10; other cards, pip value.

The Draw, Shuffle and Cut: Draw for deal from a spread pack. Low deals first, A being low. If a double pack is used, dealer shuffles; if a triple pack is used, dealer and one other player each shuffle a portion of the pack, dealer having the right to shuffle each portion last, and the portions are then combined. The dealer at player's right cuts. When the pack is too thick for dealer to handle, he may take the top portion of it and deal as far as it will go, and then resume dealing with the remaining portion.

The Deal: Each game consists of seven deals, the turn to deal passing from player to player to the left. Cards are dealt face down, one at a time in clockwise rotation beginning at the dealer's left. In each of the first four deals, each player receives ten cards; in each of the last three deals, each player receives twelve cards. The remainder of the pack is put in the centre of the table as the stock, with the top card placed face up to found the discard pile.

Object of Play: To get rid of all one's cards, by laying down groups of three or more of a kind (regardless of suit) and sequences of four or more cards of the same suit, in accordance with the rules of the deal, as follows:

First Deal: The basic contract is two groups, which a player in turn must lay down at the same time before he can lay off any other cards.

Second Deal: Basic contract, one group and one sequence.

Third Deal: Basic contract, two sequences.

Fourth Deal: Basic contract, three groups.

Fifth Deal: Basic contract, two groups and one sequence.

Sixth Deal: Basic contract, one group and two sequences.

Seventh Deal The basic contract is three sequences, but

no cards may be laid down until some player can lay down his entire hand, matched in two sets, to form the basic contract. This ends the game.

It should be noted that the basic contract in the first deal requires six cards, in the second deal seven cards, and so on, increasing by one card each time.

When two or more sequences are required, they must be in different suits (or if in the same suit not in consecutive order, as H 2, 3, 4, 5, 7, 8, 9, 10; but not H 2, 3, 4, 5, 6, 7, 8, 9, which counts only as one sequence).

The Play: Each player in turn, beginning with the eldest hand, must draw either the top of the discard pile or the top card of the stock, and must then discard; between drawing and discarding, provided he has laid down the basic contract, he may lay off any cards which match a set already on the table, but may not lay down any more matched sets.

If the player in turn does not want the top card of the discard pile, any other player, in order of rotation to his left, may claim that card and must also draw the top card of the stock, as a penalty card, without discarding. The player in turn then draws the top card of the stock and play proceeds.

When A counts as either high or low, an ace may be laid off as low card on a sequence which already includes the ace as high card, and vice versa.

Wild Cards: Each joker may be used to stand for any card named by its holder in forming a group or a sequence. When a joker has been laid down as part of a sequence, any other player (provided he, too, has laid down the basic contract) may take the joker into his hand by trading for it the card it represents. If more than one player is able to do this, the next in turn to play has precedence.

(Note: Some players designate other cards to be wild, e.g. deuces wild, or nines wild. A player may not trade for such additional wild cards as he may for a joker.)

When a wild card has been used in a sequence, any card not already represented in that sequence may be laid off on it, and the wild card moves to either end (e.g., if D 9, C 2, D 7, D 6 are shown, deuces being wild, the D 8 may be added and the C 2 moved to either end). Note, however, that no sequence may contain more than 14 cards.

Scoring: In each deal, play ceases when any player gets rid of his last card, and every other player is charged the pip value of each card remaining in his hand. The player having the lowest score at the end of the seventh deal is the winner.

Irregularities: See under Rummy.

CONTINENTAL RUMMY

Number of Players: Two to twelve.

The Pack: Two or more 53 card packs (the standard pack plus joker) are shuffled together. Five or less players use a double pack, six to eight players a triple pack, nine to twelve players a quadruple pack.

Rank of Cards: A (high or low), K,Q,J,10,9,8,7,6,5,4,3,2, A (high or low).

The Shuffle, Cut and Deal: The same as Rummy, except that each player receives 15 cards, dealt as many as three at a time. The winner of each deal becomes the next dealer.

Object of Play: To go out by forming sequences (groups do not count) as follows:

A player may not lay down any cards until he can go out all at once with five 3-card sequences; or three 4-card and one 3-card sequences; or one 5-card, one 4-card and two 3-card sequences. Two or more of these sequences may be in the same suit, but a sequence may not 'go round the corner.'

The Play: Each player in turn draws either the top card of the stock, or the top card of the discard pile, and then discards, as in Rummy, until some player goes out. Any joker is wild (may represent any card its holder designates). Some people play with deuces as wild cards as well.

Scoring: The winner of the game collects from each other player one point for game, plus two points for each joker used in the winner's hand, plus one point for each deuce (when deuces are wild) used as a wild card.

The following bonuses are counted among some players: For going out without drawing a card, 10 points; for going out after drawing only one card, 7 points; for going out without using any joker (or deuce, when deuces are wild), 10 points; for having all fifteen cards of the same suit, 10 points.

Irregularities: See under Rummy. If a player lays down a hand which does not conform to the requirements stated above, he must leave his hand face up on the table and play proceeds with his hand exposed. Any collections he has made are returned. Any other player who has exposed his hand may pick it up.

GIN RUMMY

Number of Players: Two. Three may participate in the same game, usually with one sitting out while the other two play. Four or more, in pairs up to almost any number, may play a partnership game (See Partnership Gin Rummy later), but this is done by playing separate two-hand games and combining scores.

The Pack: 52 cards. Two packs are used, so that while one player deals the other shuffles for the next deal.

Rank of Cards: K (high), Q,J,10,9,8,7,6,5,4,3,2,A.

Value of Cards: Face cards, 10 each; A, 1; other cards their pip value.

The Shuffle and Cut: See introduction. (If cards are of same rank, the suits rank: S (high), H, D, C (low.)

The Deal: Dealer gives the cards, one at a time, face down alternately to his opponent and to himself until each has ten cards. The remainder of the pack is placed in the centre as the stock, with the next card to the deal placed face up to found the discard pile.

Object of Play: To form matched sets consisting of three or four of a kind, or of sequences of three or more cards of consecutive rank in the same suit.

The Play: Non-dealer plays first, and the turn to play alternates thereafter. In each turn, a player must draw either the upcard (top card of the discard pile) or the top card of the stock, and then must discard one card (which may not be an upcard he has drawn in the same turn) face-up on the discard pile.

On the first play, if the non-dealer does not wish to take the upcard he must so announce and the dealer may have the first turn by drawing the upcard; if dealer does not wish the upcard, the non-dealer draws the top card of the stock and play proceeds.

Knocking: Each hand begins when a deal is completed and ends when either player knocks.

A player may knock in any turn, after drawing and before discarding, if the value of the unmatched cards in his hand (after he discards) will be 10 points or less. He need not knock when able to do so. Having knocked, he discards one card face down and spreads his hand, arranged into matched sets and unmatched cards. The opponent then spreads his hand, removes from it any unmatched sets, and

lays off whatever cards he has that match the knocker's matched sets.

The point values of the two players' unmatched cards are then compared, and the result of the hand is scored.

Neither of the last two cards in the stock may be drawn; if the player who draws the fiftieth card discards without knocking, his opponent may not take the discard and the hand is a draw. The same dealer deals again.

Scoring: If the knocker's count is less than his opponent's, the knocker wins the hand; the difference in counts is scored to his credit.

If the opponent ties or beats the knocker, he has undercut him; he wins the hand. The difference in counts is scored to his credit.

If the knocker has a count of zero (i.e., all ten of his cards are matched in sets) he is gin; his opponent may lay off as usual, but the knocker wins the hand even if the opponent can reduce his own count to zero, and the knocker receives twenty points plus the difference in counts, if any.

A running total of each player's score is kept, with a line drawn under his score every time he wins a hand. The winner of each hand deals the next.

Game: The player first scoring 100 points or more wins the game. He adds to his score 100 points game bonus. If his opponent has not won a hand during that game, he adds an additional 100 points shut-out bonus. Each player then adds to his score 20 points for every hand he has won (called a line or box bonus). The two scores are then totalled and the player with the higher score wins the difference between his score and his opponent's.

The winner of each game has choice of cards and seats for the next game, and deals the first hand.

Irregularities

New Deal: A deal out of turn may be stopped at any time before the upcard is dealt; thereafter it stands as a correct deal.

There must be a new deal by the same dealer if it is found, before the completion of the deal, that the pack is imperfect or that a card is faced in the pack; or if a card is exposed in dealing, or if a player has looked at the face of a card.

Irregular Hands: If either player's hands are discovered to have an incorrect number of cards before that player has made his first draw, there must be a new deal.

After the first draw, if it is discovered that both players

have incorrect hands, there must be a new deal. If one player's hand is incorrect and the other player's hand is correct, the player with the correct hand may decide either to have a new deal or to continue to play. If play continues, the player with the incorrect hand must correct his hand by drawing without discarding, or by discarding without drawing, and may not knock until his next turn to play.

After a knock, a player with too few cards is charged 10 points for each card missing, and may not claim the undercut bonus; if the knocker's opponent has more than ten cards, the hand may not be corrected, the offender may not claim an undercut bonus, and can lose or tie but may not win the hand.

If the player who knocks has an incorrect number of cards, the penalty for an illegal knock applies.

Premature Play: If non-dealer draws from the stock before dealer has refused the upcard, the draw stands without penalty as his first play. If a player draws from the stock before his opponent has discarded, the draw stands as his proper play.

Illegally Seeing a Card: If a player drawing in turn sees any card to which he is not entitled, every such card must be placed face up next to the discard pile. The offender may not knock until his next turn to play, unless he is gin. The non-offender has the sole right to take any of the exposed cards until first thereafter he draws from the stock. When each player has drawn from the stock, the exposed cards are placed in the discard pile.

If a player drawing out of turn sees a card to which he is not entitled, the above rule applies, except that the offender may never take such cards, but may draw only his opponent's discard or the top card of the stock in each turn.

Exposed Card: A card found exposed in the stock, or in the other pack or away from the table, is shuffled into the stock and play continues. Accidental exposure of a card in a player's hand is not subject to penalty. An exposed card becomes a discard when the holder indicates intent to discard it. When his opponent has seen and can name such a card, the holder may not thereafter knock in that turn.

Illegal Knock: If a player knocks with a count higher than 10, but his opponent has not any cards before the error is discovered, the offender must leave his hand face up on the table until his opponent has completed his next play. However, if the knocker's hand is illegal only with respect to the count of his unmatched cards, his opponent may accept the illegal knock as legal.

If the knocker has more than 10 points, and the error is discovered after the opponent has exposed any of his own cards but before he has laid off any cards, the opponent may choose which of the following penalties to apply: To make the knocker play the rest of the hand with all his cards exposed; or to permit the offender to pick up his hand, in which case the offender may not score for any undercut or gin bonus in that hand.

If the knocker has an incorrect number of cards, his opponent may demand a new deal; or may require the offender to play with his hand exposed and to correct his hand on the play or plays, either by drawing without discarding or by discarding without drawing.

If a player, after knocking, inadvertently discards a card which makes his knock illegal, he may replace that discard with a discard which makes his knock legal.

Looking Back at Discards: Players may agree in advance that looking back at discards will be permitted. In the absence of such agreement, a player who looks back at a covered discard loses his right to the next draw.

Picking up the Wrong Discards: If a player inadvertently picks up the wrong discard, he may correct or he may be made to correct the error, if attention is called to it prior to his opponent's next discard.

HOLLYWOOD GIN RUMMY

(or Simultaneous Play)

Two play, but each hand is scored as though they were playing three different games. The result of the first hand won by each player is scored once, being credited towards Game No. 1. The result of the second hand won by a player who has already scored in Game No. 1 is scored twice, being credited to him as a second score in Game No. 1 and as his first score in Game No. 2. The result of the third hand won by a player who has already scored in Games Nos. 1 and 2 is scored to his credit in all three games.

When a player reaches 100 points in any game, he wins that game but play continues until all three games have been decided and subsequent scores are entered only in the remaining game or games.

Each game is scored independently and each player receives all bonuses to which he is entitled in that game. A player who was shut out in one game enters his first score in the first game still uncompleted.

DOUBLING GIN RUMMY

At the start of each hand, the two players have equal rights to double first. Either player, in his turn to play but before drawing, may double. If his opponent then resigns, the doubler knocks immediately, without drawing or discarding and regardless of his count, which may be over 10. The doubler must win the hand, receiving 10 points plus the difference in counts if his count is lower than his opponent's; but he may not score a gin bonus if his opponent resigns. If the opponent accepts the double, the doubler proceeds to draw and play continues normally except that the result of the hand, whichever player wins it, will be multiplied by two.

When a double is accepted, the player who accepted the double has the sole right to double next. He may double only in turn, and before drawing. If he doubles and his opponent resigns, he receives 20 points plus twice the difference, if any, in scores, if he is low (because the game has previously been doubled). If the double is accepted, play continues and the result will count at four times its normal value. In this manner doubling and redoubling could continue indefinitely, but it is customary to limit each play to two doubles per hand.

The game does not end until a player reaches 200 points; but doubles do not affect the bonuses for game, shutout and boxes (hand won), which are scored after the game ends.

GIN RUMMY FOR THREE PLAYERS

First Method: Each player cuts; lowest stays out of the first hand, next lowest deals.

At the end of each hand the loser goes out and the idle player takes his place. Each plays for himself, hands he wins being credited to his individual score, and the idle player may not advise either of the active players except to give information as to the laws in case of an irregularity. Game ends when a player reaches 100 or more, and after game and box bonuses have been added, each player pays the difference in scores to each player having a higher score. If one player is shut out, he pays an additional 100 to the winner of the game only.

Second Method: Each player draws a card. High man is 'in the box' and the two others are partners against him throughout the game. The partner drawing the second-highest card deals the first hand and the other partner sits out, but may consult on the play, the active partner having the final decision. When the active partner loses a hand, the idle

partner takes his place. One score is kept for the man in the box, another score for the partnership; if the man in the box wins he collects in full from each opponent, and if the partnership wins each collects in full from the man in the box.

Third Method: Each player draws a card. High deals, next highest is at his left. Ten cards are dealt to each of the three players. Eldest hand plays first. If he refuses the upcard, the player at his left may take it. Thereafter, each player in turn may draw either of his opponents' previous discards, unless one of them has already been taken. An individual score is kept for each player. The winner of each hand scores the difference between his count and the combined counts of the other two players.

There is no undercut bonus. If the knocker is tied, the player who ties him wins the hand and 20 points are deducted from the knocker's score. The other two players may lay off only on the knocker's hand, and only on the original matched sets (e.g. If knocker has H 9, 8, 7, and the opponent lays off H 6 on it, the other opponent may not lay off H5.) The bonus for going gin is 40. When only three undrawn cards remain in the stock, and no one has knocked, the hand ends in a draw.

Game does not end until a player reaches 200, after which bonuses are added as in two-handed Gin Rummy, and each player pays the difference in scores to any player having a higher score.

PARTNERSHIP GIN RUMMY

For Four Players: Draw for partnerships. Partners sit facing each other at the table. One member of each side cuts for deal. Both members of the side cutting the low card deal the first hand. Thereafter the winners of each hand deal the next.

Each dealer deals to the opponent on his right for the first hand. Thereafter players alternate opponents.

Only one score is kept for each side, so that if one member of a partnership wins his hand by twelve points and the other member loses by ten points, that side wins the hand by two points and will eventually receive the box bonus.

When there has been a knock in the play of one hand, either player in the other hand may delay play until he learns the result. When one hand is finished, the idle player may advise his partner (after his partner's opponent has knocked) as to the best way of matching his hand, or laying off, and as to any irregularity and the laws governing it. If a part-

ner gives any information other than this, his partner's opponent may claim a new deal if he does so before his next draw or discard.

Drawn hands are not replayed. Game does not end until one side reaches 125 points, but all other scoring is the same as in two-handed play.

Six Players or More, in Even Numbers: Half the total number of players form one partnership against the other half. All partners sit on one side of the table, and each plays against the opponent facing him, and does not change his opponent throughout the game. One partner draws for deal on each side, and all members of the side drawing the lower card deal the first hand. Thereafter, all members of the winning side deal the next hand.

Each player plays a regular two-handed game against the player facing him. The results of all these two-handed matches are amalgamated to determine the winning side of each deal.

Game does not end until one side reaches 150 points, if there are three or more players on each side; 175 points if there are five players on each side; 200 points if there are six players on each side.

A player whose hand is finished may advise any of his team-mates, during the play or after the knock, but only if he has not seen the hand of any opponent. Drawn hands are not replayed.

ROUND-THE-CORNER GIN RUMMY

This form of Gin Rummy may be played in any variant of that game, with the following differences in procedure: A may rank high or low in a sequence and sequences may go round the corner. As an unmatched card, A counts 15 points.

If the knocker goes gin but his opponent can reduce his own count to zero, neither player scores on that hand. Game ends when one player reaches 125 points. In any partnership game, it takes 25 points more to end the game than when regular Gin Rummy is played. Players may at all times inspect the previous discards.

WHIST

No. of Players: Four, two against two as partners. If more than four players, see the Laws which follow.

The Pack: 52 cards. Two packs of contrasting back designs should be used, one being shuffled while the other is dealt.

Rank of Cards: In play, A (high), K,Q,J, 10,9,8,7,6,5,4,3,2. In drawing for partners and deal ace is low.

The Draw: Cut or draw from a spread pack for partners. The two highest play against the two lowest. Low card has choice of cards and seats.

The Shuffle and Cut: Any player may shuffle, the dealer last; the player at the dealer's right cuts.

The Deal: The dealer gives one card at a time, face down, to each player, clockwise beginning with the player on his left, until he comes to the last card, which is the trump card.

The Trump Card: The dealer places the last card of the pack face up on the table before him, and every card of its suit becomes a trump. When it is the dealer's turn to play to the first trick, he picks up the trump card and it becomes part of his hand.

Object of Play: To win tricks.

The Play: The turn to play is from player to player in clockwise rotation. The player at the dealer's left makes the first lead, and may lead any card. Each player in turn thereafter must play a card, following suit if able. If not able to follow suit a player may play any card. Four cards so played (including a card led) constitute a trick. A trick containing any trump is won by the player of the highest trump; a trick not containing a trump is won by the player of the highest card of the suit led. The winner of each trick leads to the next.

Scoring: Each odd-trick (tricks in excess of six) counts one point for the side winning it.

THE LAWS OF WHIST

1. **The Game:** A game consists of seven points, each trick above six counting 1. The value of the game is determined by deducting the losers' score from seven.

2. **Forming the Table:** Those first in the room have the preference. If, by reason of two or more arriving at the

same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting . . . the highest two play against the lowest two. The lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of players retire to admit those waiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

7. **Cutting:** In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing from the outspread pack may be resorted to in place of cutting.

8. **Shuffling:** Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer must shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer:** The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer. At least four cards must be left in each packet, the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or reuniting the separate packets a card is exposed, the pack must be reshuffled by the dealer and

cut again. If there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing:** When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:

a. If any card except the last is faced in the pack.

b. If, during the deal, or during the play of the hand, the pack is proved to be incorrect or imperfect, but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Anyone dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned; after which the deal is valid, and the packs, if changed, remain changed.

17. **Misdealing:** It is a misdeal:

a. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

b. If he deals a card incorrectly and fails to correct the error before dealing another.

c. If he counts the cards on the table or in the remainder of the pack.

d. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

e. If he looks at the trump card before the deal is completed.

f. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches a card, or in any other way interrupts the dealer.

18. **The Trump Card:** The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick. If it is left on the table until after the second

trick has been turned and quitted, it is liable to be called. After it has lawfully been taken up it must not be named, and any player naming it is liable to have his highest or lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. **Irregularities in the Hands:** If at any time after all have played to the first trick (the pack being perfect) a player is found to have more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice:

a. To have a new deal, or

b. To have the hand played out; in which case the surplus or missing cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which the omission occurred.

20. **Cards Liable to be Called:** The following cards are liable to be called by either adversary:

a. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

b. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

c. Every card so held by a player that his partner sees any portion of its face.

d. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

e. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called. If he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called:

it makes no difference whether he plays them one after the other or throws them all on the table together. After the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card is also liable to be called.

24. **Leading out of Turn:** If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can rightfully be called.

If a player so called on to lead a suit has none of it, or if all have played to a false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

25. **Playing out of Turn:** If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

27. **Abandoned Hands:** If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established; provided that if a revoke is discovered, the revoke penalty attaches.

28. **Revoking:** A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more of the cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others. The cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be en-

forced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither side can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

34. **Miscellaneous:** Anyone, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If anyone, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led; or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned or quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or wrong penalty is demanded, none can be enforced.

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